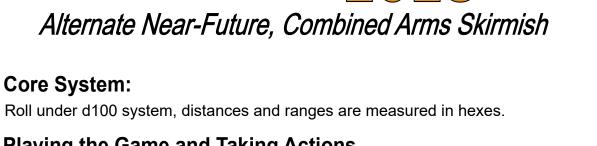


# Quick-Start Rules



Roll under d100 system, distances and ranges are measured in hexes.

Move or use

Attack or

Playing the Game and Taking Actions Every unit has an action pool. The action pool determines the number and type of actions a unit can

take each turn. **Utility Action** Attack Wildcard action: Counts as move, attack or utility.

Move or attack

**Movement:** You can move as many times as your action pool will allow. Each move action must be completed before another one can be taken, unused movement is lost. You may set your units facing freely at the beginning and end of the move.

Allies do not obstruct movement but you may not finish your move in the same hex as another unit. Attacking: Ranged attacks require a direct line of sight to a target in range. Melee attacks require the target to be in an adjacent hex.

Generally speaking weapons and equipment can only be used once per turn. If you have an action pool of �� and two weapons you can fire each weapon once but not one weapon twice. **Utility:** Utility actions involve using a piece of equipment or some other type of ability that doesn't involve moving or attacking with a weapon. Mecha and tanks can perform the following common abilities as utility actions:

**Locking On:** Locking on to a target grants a +10% accuracy bonus when attacking it with ranged weapons. Target must be within 10 hexes.

**Electronic Resistance:** Use the units electronic warfare rating to resist enemy jamming, hacking and lock-on attempts. **Reserve:** Reserve an action to be performed under simple conditions in the enemy phase. Must be

be paired with the relevant second action. (e.g., overwatch =  $\Phi$  +  $\blacksquare$ ) You cannot reserve move actions.

Special Actions: Certain unit types have a special action they can use in specific ways. Commander Action: Tank units have a commander action that they can be used to increase vision range, fire pintle mounted weapons or used as an extra utility action.

Focus Action: Mecha units have a focus action that can be used to fire multiple linked weapons at the same time, or evade incoming attacks.

**Unit Stat Symbols:** 

Agility: The chances of a unit being able to Hit Points: The amount of damage a unit can evade an incoming attack. (Not all units can take before it cannot continue fighting. evade, some must take special actions to do so while others attempt evasion automatically.) **Electronic Warfare Rating:** Units ability to Vision Range: The range at which a unit can perform and defend against jamming, lock-on visually see enemies. and hacking actions. Movement Symbols Generally movement symbols represent how many hexes a unit can move with each move action. Some types may have some difficulty moving through different terrain.

down by soggy terrain.

 Tracked/Wheeled Movement: The movement **Infantry Movement:** The movement type for infantry and smaller legged units. Gets bogged type for most vehicles. Slowed by dense/broken Flying(VTOL) Movement: The movement **Legged Movement:** The movement type for type for VTOL aircraft. Unimpeded by any mecha and mega cavalry. Generally handles terrain type but cannot benefit from cover. most terrain types without problems. **Unit Customisation** Playable units in the game have a set of hardpoints for mounting weapons and equipment. Each hardpoint has a [size] 🗵 and a set of type symbols. Equipment that has one or more of the same type symbols as a hardpoint, and are small enough to fit can be mounted there.

Hardpoint and Equipment Type Symbols

**Weapon Stat Symbols:** Accuracy: The chances of a weapon's attack

Range: The the range of a special ability or hitting. Must roll under this number on a d100. weapon attack in hexes. **Penetration:** The chance of an attack dealing Rate of Fire(RoF): The number of attacks a weapon can make with each attack action. critical damage. **Critical Damage:** Damage dealt to a unit's Melee Symbol: Denotes a melee attack, this internal structure when a critical hit is scored. symbol replaces the range symbol. Excessive critical damage can destroy a unit even if it still has hit points. **Damage Types** With the exception of critical damage and small arms damage each damage type does not have any unique properties in and of itself, however different armour types will be more vulnerable to certain damage types. **Shaped Charge Damage:** A damage type **Impact Damage:** A damage type that dealt by weapons that rely on shaped charges represents raw force. Dealt by high explosives such as H.E.A.T warheads. and blunt force melee attacks. Piercing Damage: Damage that involves force **Slash Damage:** A damage type dealt by focused on a single point. Generally dealt by blades and claws. bullets, spikes and other pointy objects. **Energy Damage:** A damage type dealt by beam emitters and melee weapons sheathed in exotic energy fields. **Armour and Damage Reduction:** 

### protect against specific damage types; unless paired with specific damage symbols [damage reduction] can be assumed to apply to all damage types.

Some units have damage reduction that only applies to specific arcs. These protection levels are often colour coded in a section on the units stat card with the symbol in the middle representing protection against top down attacks such as direct hits from weapons with the [indirect fire] n attribute.

Some units may take less damage from incoming attacks because they have armour or equipment that

provides **[damage reduction x]** where x is the amount of damage reduced. Some armour types only

**Terrain:** Terrain has four characteristics: Concealment, Cover, Line of Sight Blocking and whether it is rough or impassable. Modifiers from concealment or cover do not stack, instead use the greatest one that applies. Concealment: Attacking enemies in or behind concealing terrain reduces weapon accuracy by the

terrain's concealment value.

**Cover:** Attacking enemies in or behind terrain with cover reduces weapon damage by the terrain's cover value. Damage reduction from cover can stack with a unit's armour. Line of Sight Blocking: Units cannot draw line of sight through terrain with LoS blocking, but they can draw line of sight to a unit in the terrain in which case concealment and cover still apply.

Rough/ Impassible Terrain: Rough terrain costs a unit two movement points to move through while impassible terrain cannot be moved through or occupied. Depending on a unit's movement type and whether it has special equipment not all rough terrain will impose a penalty. Details on terrain restrictions are often given in the briefing

**Blast Weapons and Scattering:** Weapons that have a blast attribute with a range greater than 0 will have the shot scatter if it misses. The scatter direction is determined by rolling a d6. Indirect blast attacks scatter between 1 to 3 hexes while

## action]. When disengaging move one hex away from the enemy ignoring terrain penalties (but not impassible terrain), without suffering an attack of opportunity.

Attacks of Opportunity and Disengaging:

direct fire blast attacks scatter 1 to 2 hexes.

When a unit starts it's turn adjacent to and within the front arc of an enemy unit capable of melee attacks and tries to move away it will suffer an attack of opportunity from the enemy unit, automatically taking 5 damage (damage type depends on unit). To avoid this a unit can disengage as a [move

## Would You Like to Know More?

See the full rule book, which has more in-depth explanations of the core rules and covers more advanced topics such as electronic warfare, optical stealth and infantry rules. **Warning:** The rule book is around 20 pages long, the QM advises you to use the table of contents

# to skip straight to the section you want to learn about to avoid information overload.

Some units will have equipment listed on their stat card as integrated <equipment name>. This equipment is considered built into

**Light Weapon:** Lighter vehicle mounted weapons such as Medium Weapon: Medium sized vehicle scale weapons such as Main Gun: Large bore cannons and similar heavy machine guns. sized weapons.

Hardpoints can mount as many items as they can fit. E.g. A [size four] 4 hardpoint can mount two [size two] 2 items, four [size one] 1 items or one [size four] 4 item.

Armour/Damage Reduction:

Reduces in coming damage by X.

**Spalling:** Attacks from this weapon

always deal X critical damage to the

target's internals even if no critical

hit was scored. (Only applies to

**Graze:** This attack still does X

damage even if it is evaded.

**Data Link:** Allows the user to

that also have data links.

form a network with allied units

direct hits)

Sometimes paired with damage

symbols to denote reduction against specific damage types.

Mecha Scale Thrown Item: Really big Pintle Mount: Weapons mounted on this hardpoint can be fired grenades, really big demo charges etc...

Integrated Equipment:

with a commander action.

Mecha Scale Melee Weapon: Pile bunkers, giant clubs etc...

Applique Armour: Detachable armour panels that can be

Electronic Support Equipment: ECM pods, network defence

the unit and takes up no extra hardpoints. It cannot be removed.

(YXX) Blast: This attack deals X area of

control focus.

spalling).

 $\xrightarrow{\mathcal{C}XY}$  effect damage within a radius of Y.

added to a vehicle or mech for extra protection.

modules, data links and such like.

Launcher: Optional secondary weapons such as disposable rocket pods.

**Artillery Weapon:** Heavy duty, indirect fire support weapons.

**Drone Controller:** A special class of equipment needed to field drones. **Sensor Equipment:** Radar modules, thermal imaging, fire control units and similar equipment. Leg Hardpoint: Equipment specific to mecha legs. Like jump jets and skate systems.

Weapon/Equipment Attribute Symbols: Armour Penetration: Ignores X amount of damage reduction if the target is within Y distance. **Indirect Fire:** The weapon does not need line of sight to it's target to attack, but suffers -20 to it's hit roll without it. If the target is locked then this penalty is negated. Has a minimum range of X

Tracking: If the target is locked

+X chance to hit. (Replaces regular

Limited Ammo: This weapon/item

then attacks from this weapon gain

Requires Power: This weapon/ piece of equipment cannot be used if the unit is suffering from EMP shock.

here can be fired at the same target using a single [attack action] • action. Pintle Mounts: Weapons mounted on a vehicle's pintle mount can be fired with either a regular

this weapon's ammo type as a utility action. Ammo types are specified on the weapon's stat card. **Heavy EMP:** Targets that get hit by this weapon suffer EMP

**Light EMP:** Targets that take a

critical hit from this weapon suffer

EMP shock (does not stack with

**Linked:** Mecha can fire two weapons

with the linked attribute with the fire-

Variable Ammo: Tanks can change

Mecha Mecha are generally the most flexible unit type. Their capabilities depend heavily on their equipment load out and their play style can be further adjusted through the use of their focus action. In short: mecha can do almost anything but they cannot do everything at once.

**Mecha Unique Mechanics:** 

Large Projectile: This weapon's attack uses a large projectile and is vulnerable to interceptors. Interceptor: Each turn this equipment negates up

to X number of shots from large projectile

carrying unit is protected.

weapons against targets within Y. If Y is 0 only the

**Utility Equipment:** Internal reinforcements, jump jets and amphibious modifications

items are shown on their corresponding unit's

stat card and may not be mounted on any

Co-Axial Mount: All weapons mounted on

this hardpoint can be fired with the same

Specialist Item: A weapon designed specifically for a certain unit. All specialist

among other things.

action, at the same target.

other unit type.

Slash: This weapon's attack can hit all targets in a three hex arc in front of the wielder. Sensor Lock: Allows a unit to lock on without line of sight, the target must still be within 10

#### can destroy certain terrain types, and can only be used/fired X number of may do extra damage against buildings. times per game.

**Demolisher:** Attacks from this weapon

**Tanks** Tanks are more straight forward to use than other unit types. They come with a degree of armour protection by default and the ability to carry large pieces of equipment. However their drawbacks include poor visual detection range and limited action pools. **Tank Unique Mechanics:** Co-Axial Mounts: Most vehicles have a large [co-axial] 📥 hard point. All weapons mounted

[attack action] • or the commander action... Variable Ammo: If a weapon has the [variable ammo] of attribute tank crews can change the ammo type as a [utility action] • . Ramming: All vehicles can perform a ram action. As part of a move action deal X [impact] 🗓 damage to a target along your vehicle's line of movement. Amount of damage is 1 for every hex moved in a straight line prior to finishing the move action. This attack has a base [accuracy] of 30 and is unaffected by any other modifiers. Infantry automatically dive out of the way. The ramming vehicle takes half the damage dealt on it's front arc. The Commander Action: Tank units have a commander action that represents the commander helping out the crew. It can be used in the following ways:

Fire Pintle Mount: Attack with a weapon on the vehicle's [pintle mount]

Stat modifiers can be said to come from several broad sources: equipment, player abilities

**not stack.** If multiple pieces of equipment would increase the same stat, then the highest

and the environment(terrain etc). Generally any stat bonuses from the same source do

bonus is used. (e.g if you have two FCS that give you +5 accuracy and +10 accuracy respectively, you will gain +10 accuracy. If you have a special ability that grants +5 accuracy and an FCS that grants +10 you will gain +15 accuracy.) **Notable exceptions:** 

**Stacking Stat Modifiers:** 

Look Around: Gain +4 [vision] 🚹

Hands On: Gain a [utility action]

Bonuses gained from passive and active abilities can stack (e.g., passive shield damage reduction and defence focus damage reduction. However if there are multiple sources for passive and active bonuses the highest one from each is used.) Accuracy bonuses gained from target locks/ tracking can stack with passive accuracy bonuses, or bonuses that are not based on target locks. (Again if there are multiple

Armour damage reduction can stack with shield damage reduction.

**Bi-Ped Mecha:** 

♥ 16 🥒 50 栠 3 🚦 8 :

L.ARM

Crocodile Mk2

General Purpose Mech

**Left Arm Mount:** 

**Speciality Items:** 

2 **(Sp)** 

Crocodile Combat Laser:

sources then the highest is used.)

Negative modifiers follow the same rule. So generally the highest positive and negative modifiers from all relevant sources will be combined to get the net modifier to a stat.

Torso

Legs

### their limbs or slamming it with their bulk. Such attacks have the following stat line:

⊕ 50 **\*** ○1 □ 5 □ 1 **\*** 10

Linked Weapon: While using the fire control focus a mech can fire two weapons of the same

type with the [linked] A attribute at the same target using a single [attack action] .

Variable Ammo: Mecha require compact auto-loading systems that generally can't swap

**ammo]** attribute but they must choose a single ammo type before the game starts.

Universal Melee Attack: All mecha can attack a target by striking it with

between multiple ammo types on the fly. Mecha can still mount weapons with the [variable

The Focus Action:

Mecha are controlled by a single pilot that can enhance their capabilities depending on where they focus their attention during battle. At the start of the turn a mecha player can use their focus action to gain on of the following abilities: Fire Control Focus: Fire multiple linked 
 weapons as described above. **Evasion Focus:** Incoming attacks from the front arc have a chance to be dodged based on the mech's **[evasion]** # stat. **Defence Focus:** Gain extra benefits if you are using a shield. (See shield equipment for specific details.)

Melee Focus: Attack with up to 2 melee weapons in a single attack action.

Weapons must be mounted on opposite arms. (one left, one right) Enables the use

## of the charge action where you can perform a single melee attack right after finishing a move action in a straight line.

Chassis

600 **R** 

**Primary Turret Mount:** 

**Pintle Mount:** 

Ŕ

X

**Turret Equipment Mount:** 

X

**Action Pool:** 

**Turret** 

# Ŕ

150 🕲

Make Your Unit

**Torso External Mount:** Torso Internal Mount: 1 🗶 🖑 🚔 

**Chassis Upgrades:** 

2 🗐 💢 💃

You have 1000 🕲 (credits) to spend on your starting unit. Buy one of the chassis types below and spend your remaining credits on outfitting it with weapons and equipment.

600 **(R**)

**Right Arm Mount:** 

**Action Pool:** 

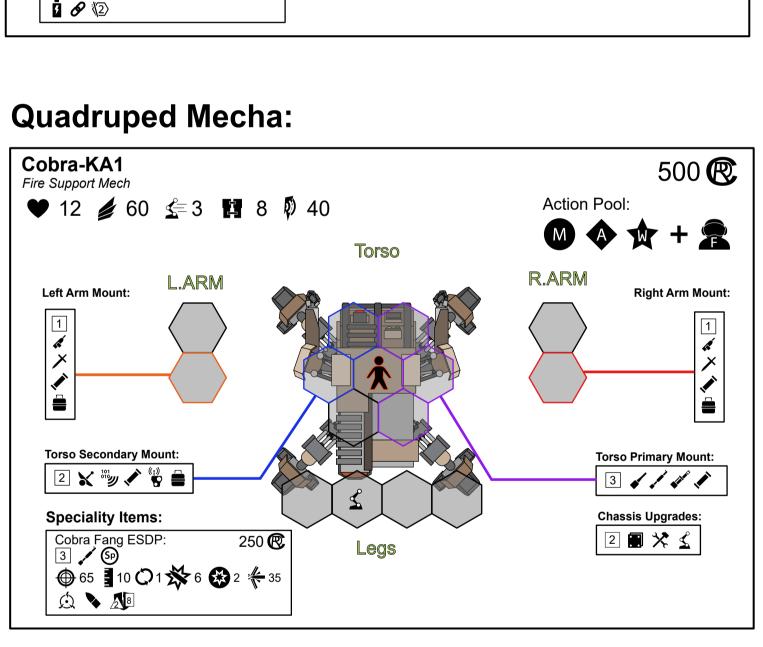
R.ARM

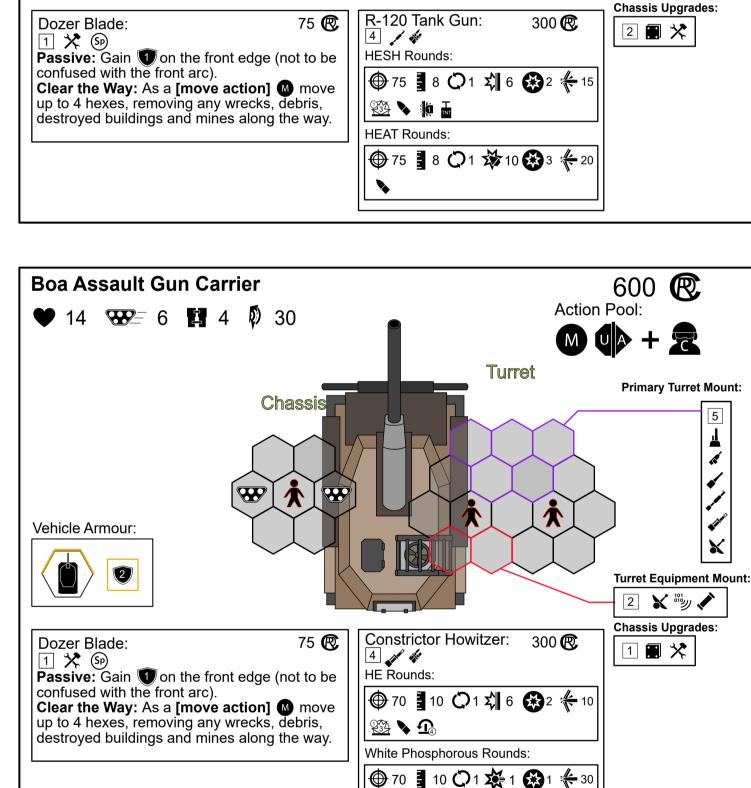
Tanks:

Tegu MBT

Main Battle Tank

Vehicle Armour:





Place a cloud of smoke with the given blast radius, still subject to

penetrating hits.

scatter. AoE damage can inflict

### 2 🔖 🕮 🔗 Heavy Rocket Pod: 125 **R** ⊕ 60 **1** 4 **○**3 **1** 4 **★** 10

⊕ 60 **1** 4 **○**5 **x** 2 **3** 1

**Fire Control Units:** 

Passive: Ranged attacks gain +5% [accuracy]

Basic FCS Extension:

1

**%** 🖺

**Equipment List:** 

50**®** 

75 **®** 

**Light Weapons:** 

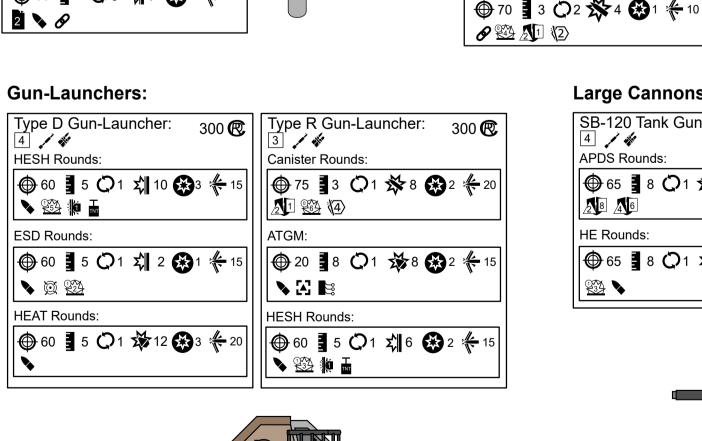
Light Auto Cannon:

**Launcher Weapons:** 

Rapid Rocket Pod:

HMG:

1 1



Sensors:

1 🗶

**%** ♥ **!**:

Target Marker:

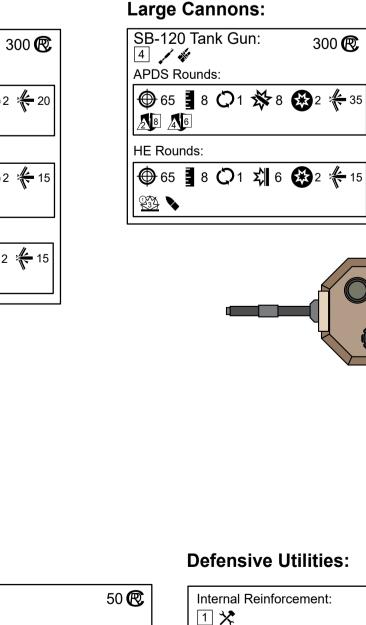
Basic Sensor Suite:

Passive: Detect large enemy units on the map within 8

Utility/Attack Action: Lock onto a target within 6 hexes. You must have a clear line of sight to the

small targets or empty hexes.

This ability cannot be resisted by the target's **[e-war rating]**. This ability can be used to lock onto



25 🔞

**Medium Weapons:** 

Heavy Auto Cannon:

Rotary Auto Cannon:

Frag Cannon:

2

2

Ø 14

3

**(1)** 

1 6

AP Rounds:

HE Rounds:

Medium Auto Cannon:

⊕ 60 ▮ 6 ♠ 3 🖒 3 ♠ 1 ♣ 10

🕀 60 📱 6 🗘 3 💸 3 🐼 1 🏀 15

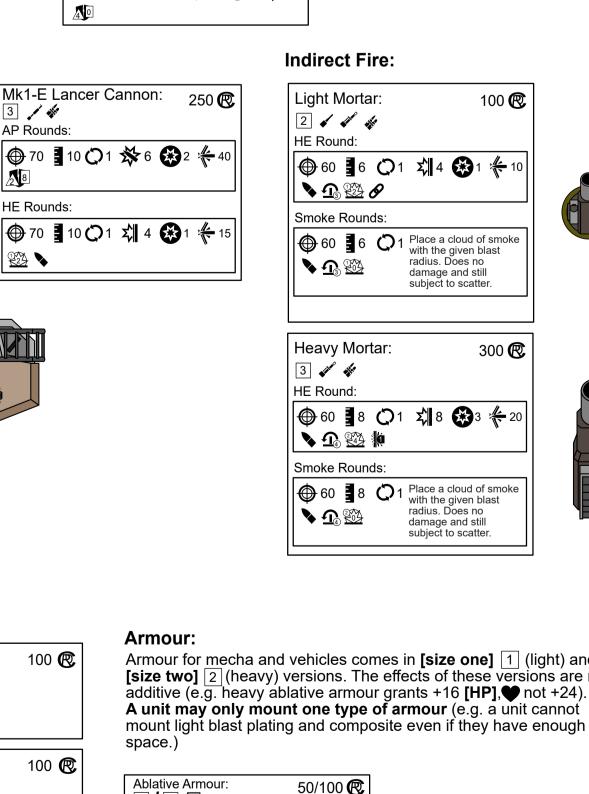
⊕ 60 **1** 6 ○ 5 ★ 2 **3** 1 ★ 5

150 🔞

150 **(R**)

125 🔞

300 🔞



1 / 2

+8 🖤 / +16 🖤

**Mech-Scale Melee Weapons:** 

Defence Focus: -50% hit chance on

100 🕲

75 **®** 

50

Mace:

2 × Bash:

Sweep:

100 🔞

⊕ 75 **🖁** 🗘1 🖏 10 **⋘**2 <del>≪</del> 10

⊕ 75 **🖁** 🗘 1 📢 5 🐼 1 🐇 5

incoming melee attacks from the

Defence Focus: + 2 on front arc.

→ 75 

→ 6 
→ 1 
→ 30

Passive: + on front arc.

Passive: + on front arc.

front arc.

Tactical Shield:

Electro Spike:

Pile Driver:

Heavy Pile Driver:

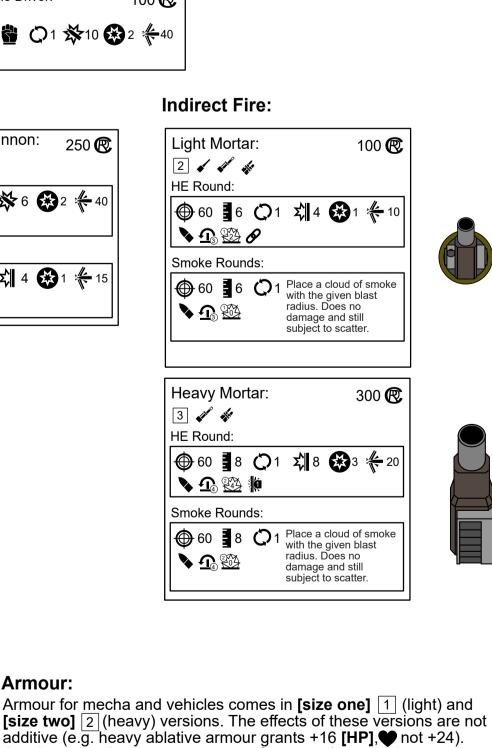
1 ×

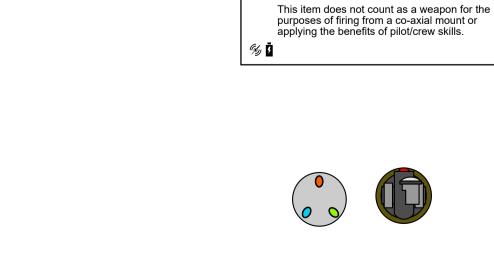
1 ×

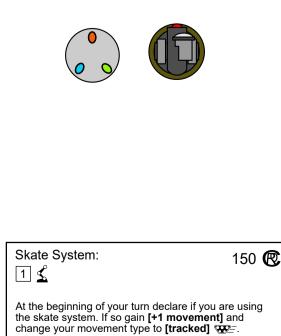
Buckler:

1 ×

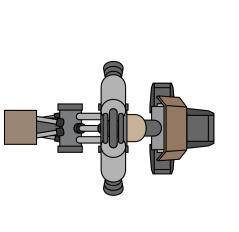
2 ×







Does not stack with jump jets



Reduce internal damage taken by 1.

Your action pool is not reduced when affected by EMP

Utility Action: Fill all hexes adjacent to you with dense smoke. Dense smoke blocks like of sight

attacks against targets in the smoke. The smoke lasts until the beginning of the next player phase.

Core System Shielding:

+ 8

1 🛠

+8

Smoke Launcher: 

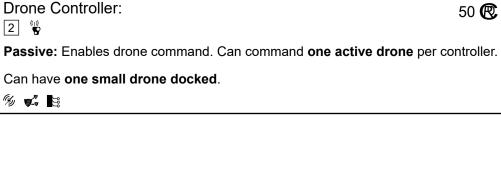
# This ability is visible in the fog of war.

**Mech Mobility Enhancement:** 

As part of a move action, ignore impassable and rough terrain. The move must end on a hex the mech could

Jump jets:

**Drones:** 



150 🔞

